

BINARY COMPATIBLE SOFTWARE OBJECTSAbstract

An object oriented programming technology enables multiple objects to be snapped into a given container or client. Thus, for example, multiple ActiveX controls can be snapped into one given container and these controls may be accessed in a fashion which can be truly termed binary compatible. That is, each of the controls can be accessed without requiring recompiling even when they have different identifiers and/or different interfaces. In one embodiment, this may be accomplished by providing SetGUID and GetGUID functions in a layer class associated with the objects. The identifier of the desired object can be obtained from the system database and set in the layer class to selectively access one of at least two objects in the same container without recompiling.